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IEEE STD IEEE Standard

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Nosratinia, A.; Orchard, M.T.;
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1 [Computability of Recursive Functions](#)



J. C. Shepherdson, H. E. Sturgis

 April 1963 **Journal of the ACM (JACM)**, Volume 10 Issue 2

Publisher: ACM Press

 Full text available: [pdf\(2.22 MB\)](#)

 Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

2 [Learning mathematics with recursive computer programs](#)



Howard A. Peelle

 February 1976 **ACM SIGCSE Bulletin , ACM SIGCUE Outlook , Proceedings of the ACM SIGCSE-SIGCUE technical symposium on Computer science and education**, Volume 8 , 10 Issue 1 , SI

Publisher: ACM Press

 Full text available: [pdf\(436.84 KB\)](#)

 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Recursion is a powerful idea*—with correspondingly powerful implications for learning and teaching mathematics. Computer scientists have previously pointed out that the use of recursion often permits more lucid and concise descriptions of algorithms [1]; mathematicians know that recursion is a fundamental concept upon which entire systems of mathematics can be built [11]; and, the theory of recursive functions is now developing into an area of mathematics whose importance has been com ...

3 [An amazing exercise in recursion for CS1 and CS2](#)



Ivan B. Liss, Thomas C. McMillan

 February 1988 **ACM SIGCSE Bulletin , Proceedings of the nineteenth SIGCSE technical symposium on Computer science education SIGCSE '88**, Volume 20 Issue 1

Publisher: ACM Press

 Full text available: [pdf\(473.79 KB\)](#)

 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper describes an exercise which has been used in both CS1 and CS2 courses for the purpose of introducing the concepts of recursion and stacks, and for illustrating the benefits of procedural abstraction. The problem is to write a program which finds a path through a rectangular maze. The exercise is used in CS1 as part of an introduction to recursion. In CS2, it is used to illustrate and employ the abstract data type "stack." In both exercises, the ideas are presented so ...

4 SFCGen: A framework for efficient generation of multi-dimensional space-filling curves by recursion



Guohua Jin, John Mellor-Crummey

March 2005 **ACM Transactions on Mathematical Software (TOMS)**, Volume 31 Issue 1

Publisher: ACM Press

Full text available: pdf(402.27 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Because they are continuous and self-similar, space-filling curves have been widely used in mathematics to transform multi-dimensional problems into one-dimensional forms. For scientific applications, reordering computation by certain space-filling curves can significantly improve data reuse because of the locality properties of these curves. However, when space-filling curves are used in programs for reordering data, traversal or indexing of the curves must be efficient. To address this problem ...

Keywords: Space-filling curve

5 From fast exponentiation to square matrices: an adventure in types



Chris Okasaki

September 1999 **ACM SIGPLAN Notices , Proceedings of the fourth ACM SIGPLAN international conference on Functional programming ICFP '99**, Volume 34 Issue 9

Publisher: ACM Press

Full text available: pdf(727.48 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Square matrices serve as an interesting case study in functional programming. Common representations, such as lists of lists, are both inefficient---at least for access to individual elements---and error-prone, because the compiler cannot enforce "squareness". Switching to a typical balanced-tree representation solves the first problem, but not the second. We develop a representation that solves both problems: it offers logarithmic access to each individual element and it captures the shape in a ...

6 Algorithm 675: Fortran subroutines for computing the square root covariance filter and square root information filter in dense or Hessenberg forms



M. Vanbegin, M. Verhaegen

September 1989 **ACM Transactions on Mathematical Software (TOMS)**, Volume 15 Issue 3

Publisher: ACM Press

Full text available: pdf(920.91 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In this paper, codes are provided for two of the most popular square root filters: the Square Root Covariance Filter and the Square Root Information Filter. We also give efficient implementations for the time invariant case based on so-called condensed forms. All routines make extensive use of BLAS routines.

7 A recursive formulation of Cholesky factorization of a matrix in packed storage



Bjarne Stig Andersen, Jerzy Waśniewski, Fred G. Gustavson

June 2001 **ACM Transactions on Mathematical Software (TOMS)**, Volume 27 Issue 2

Publisher: ACM Press

Full text available: pdf(212.89 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

A new compact way to store a symmetric or triangular matrix called RPF for Recursive Packed Format is fully described. Novel ways to transform RPF to and from standard packed format are included. A new algorithm, called RPC for Recursive Packed Cholesky, that operates on the RPF format is presented. Algorithm RPC is based on level-3 BLAS and requires variants of algorithms TRSM and SYRK that work on RPF. We call these RP_TRSM

and RP_SYRK an ...

Keywords: BLAS, Cholesky factorization and solution, complex Hermitian matrices, novel packed matrix data structures, positive definite matrices, real symmetric matrices, recursive algorithms

8 A Variant to Turing's Theory of Computing Machines



Hao Wang

January 1957 **Journal of the ACM (JACM)**, Volume 4 Issue 1

Publisher: ACM Press

Full text available: pdf(1.93 MB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

9 Implementation of Strassen's algorithm for matrix multiplication



Steven Huss-Lederman, Elaine M. Jacobson, Anna Tsao, Thomas Turnbull, Jeremy R. Johnson

November 1996 **Proceedings of the 1996 ACM/IEEE conference on Supercomputing (CDROM) - Volume 00 Supercomputing '96**

Publisher: ACM Press, IEEE Computer Society

Full text available: pdf(391.50 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

In this paper we report on the development of an efficient and portable implementation of Strassen's matrix multiplication algorithm for matrices of arbitrary size. Our technique for defining the criterion which stops the recursions is more detailed than those generally used, thus allowing enhanced performance for a larger set of input sizes. In addition, we deal with odd matrix dimensions using a method whose usefulness had previously been in question and had not so far been demonstrated. ...

Keywords: matrix multiplication, Strassen's algorithm, Winograd variant, Level 3 BLAS

10 Automatic information extraction from large websites



Valter Crescenzi, Giansalvatore Mecca

September 2004 **Journal of the ACM (JACM)**, Volume 51 Issue 5

Publisher: ACM Press

Full text available: pdf(1.13 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Information extraction from websites is nowadays a relevant problem, usually performed by software modules called wrappers. A key requirement is that the wrapper generation process should be automated to the largest extent, in order to allow for large-scale extraction tasks even in presence of changes in the underlying sites. So far, however, only semi-automatic proposals have appeared in the literature. We present a novel approach to information extraction from websites, which reconciles recent ...

Keywords: Information extraction, relational model, wrappers

11 Auto-blocking matrix-multiplication or tracking BLAS3 performance from source code



Jeremy D. Frens, David S. Wise

June 1997 **ACM SIGPLAN Notices , Proceedings of the sixth ACM SIGPLAN symposium on Principles and practice of parallel programming PPOPP '97**, Volume 32 Issue 7

Publisher: ACM Press

Full text available: pdf(1.06 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

An elementary, machine-independent, recursive algorithm for matrix multiplication $C += A * B$ provides implicit blocking at every level of the memory hierarchy and tests out faster than classically optimrd code, tracking hand-coded BLAS3 routines. Proof of concept is demonstrated by racing the in-place algorithm against manufacturer's hand-tuned BLAS3 routines; it can win. The recursive code bifurcates naturally at the top level into independent block-oriented processes, that each writes to a d ...

Keywords: cache misses, indexing, paging, quadtrees, storage management, swapping

12 Storing a collection of polygons using quadtrees



Hanan Samet, Robert E. Webber

July 1985 **ACM Transactions on Graphics (TOG)**, Volume 4 Issue 3

Publisher: ACM Press

Full text available: [pdf\(3.00 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

An adaptation of the quadtree data structure that represents polygonal maps (i.e., collections of polygons, possibly containing holes) is described in a manner that is also useful for the manipulation of arbitrary collections of straight line segments. The goal is to store these maps without the loss of information that results from digitization, and to obtain a worst-case execution time that is not overly sensitive to the positioning of the map. A regular decomposition variant of the region ...

Keywords: geographic information, hierarchical data structures, line representations, map overlay, polygonal representations, quadtrees

13 Parallelization and analysis of a linear adaptive filtering algorithm



Richard K. Acree, David T. Croley, Nasr Ullah, Mario J. Gonzalez, Darioush M. Samani

March 1993 **Proceedings of the 1993 ACM/SIGAPP symposium on Applied computing: states of the art and practice**

Publisher: ACM Press

Full text available: [pdf\(848.40 KB\)](#)

Additional Information: [full citation](#), [references](#), [index terms](#)

14 Recursive Estimation of the Variance of the Sample Average



Gordon M. Clark

March 1980 **ACM Transactions on Mathematical Software (TOMS)**, Volume 6 Issue 1

Publisher: ACM Press

Full text available: [pdf\(408.75 KB\)](#)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

15 An amateur's introduction to recursive query processing strategies



Francois Bancilhon, Raghu Ramakrishnan

June 1986 **ACM SIGMOD Record , Proceedings of the 1986 ACM SIGMOD international conference on Management of data SIGMOD '86**, Volume 15 Issue 2

Publisher: ACM Press

Full text available: [pdf\(3.48 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper surveys and compares various strategies for processing logic queries in relational databases. The survey and comparison is limited to the case of Horn Clauses with evaluable predicates but without function symbols. The paper is organized in three parts. In the first part, we introduce the main concepts and definitions. In the second, we

describe the various strategies. For each strategy, we give its main characteristics, its application range and a detailed description. We also g ...

16 Recursive programming in english for freshmen



Takayuki Kimura

February 1977 **ACM SIGCSE Bulletin , Proceedings of the seventh SIGCSE technical symposium on Computer science education SIGCSE '77**, Volume 9 Issue 1

Publisher: ACM Press

Full text available: [pdf\(307.10 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The importance of recursive programming in an introductory computer science course is discussed from the viewpoint that the notions of 'process', 'program' and 'processor' are fundamental in computer programming. Several examples demonstrate how the concept of recursive programming and proving program correctness can be taught to freshman business majors before they are exposed to any programming language.

17 Recursive Properties of Abstract Complexity Classes



L. H. Landweber, E. L. Robertson

April 1972 **Journal of the ACM (JACM)**, Volume 19 Issue 2

Publisher: ACM Press

Full text available: [pdf\(643.06 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

18 Practical methods for approximate geometric pattern matching under rigid motions: (preliminary version)



Michael T. Goodrich, Joseph S. B. Mitchell, Mark W. Orletsky

June 1994 **Proceedings of the tenth annual symposium on Computational geometry**

Publisher: ACM Press

Full text available: [pdf\(1.11 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We present practical methods for approximate geometric pattern matching in d-dimensions along with experimental data regarding the quality of matches and running times of these methods versus those of a branch-and-bound search. Our methods are faster than previous methods but still produce good matches.

19 Algorithm 781: generating Hilbert's space-filling curve by recursion



Greg Breinholt, Christoph Schierz

June 1998 **ACM Transactions on Mathematical Software (TOMS)**, Volume 24 Issue 2

Publisher: ACM Press

Full text available: [pdf\(96.74 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

An efficient algorithm for the generation of Hilbert's space-filling curve is given. The algorithm implements a recursive procedure that involves simple integer operations and quickly converges to the set of points that make the Hilbert curve. The algorithm is elegant, short, and considerably easier to implement than previous recursive and nonrecursive algorithms and can be efficiently implemented in all programming languages that have integer operations and allow recursion. The fundamental ...

Keywords: recursion

20 Recursion: A choice between readability and execution speed

J F Watson



May 1986 **ACM SIGPLAN Notices**, Volume 21 Issue 5

Publisher: ACM Press

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